

AMENDMENT TO THE CLAIMS

Claim 1. (currently amended) Method for conducting a game for one or more players, comprising

(A) providing plural sets of contest elements for such game in which the contest elements ~~include:~~ comprise balls of unique coloring having selected repetitive playing indicia thereon;

~~(i) a surface area with playing indicia, and in which~~

~~(ii) each such set includes a plurality of identical subgroups of contest elements of:~~

~~(a) selected coloring, and~~

~~(b) selected repetitive playing indicia on such surface area;~~

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(B) providing a game controller to distribute contest elements to each player in the game;

(C) establishing a table of values for winning combinations of contest elements, such table of values including at least one combination consisting of a single preselected color and a single preselected indicia;

(D) distributing, by means of such controller, a selected number of contest elements to each player, with each player receiving the same number of contest elements;

(E) enabling each player to evaluate the combination of such received contest elements based on such table of values to elect whether or not to reject one or more contest elements;

(F) permitting each player to selectively reject, for return to such controller, from zero to all contest elements obtained in Step (D);

(G) distributing additional contest elements, by such controller, to each player

corresponding to the number of contest elements, if any, rejected in Step (F); and

(H) evaluating the combination of contest elements held by each player against such table of values.

Claim 2. (original) The method of Claim 1, in which the number of sets of contest elements is at least five.

Claim 3. (currently amended) The method of ~~Claim 2~~ Claim 1, in which ~~the number of identical subgroups of contest elements is at least four~~ each set of contest elements consists of at least four subsets of such repetitive playing indicia.

Claim 4. (currently amended) The method of ~~Claim 3~~ Claim 1, in which the ~~contest elements comprise,~~

M balls ~~of unique coloring,~~ are selected from the group consisting of

- (a) black;
- (b) red;
- (c) yellow;
- (d) blue; and
- (e) green.

Claim 5. (currently amended) The method of ~~Claim 4~~ Claim 1, in which such repetitive playing indicia ~~on each such identical subgroup~~ comprise representations of numerals 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Claim 6. (currently amended) The method of ~~Claim 5~~ Claim 1, in which the number of contest elements distributed to each player, is selected from the group consisting of three, four and five.

Claim 7. (currently amended) The method of ~~Claim 6~~ Claim 1, further comprising the

steps of:

- (I) permitting each player to place a wager at the beginning of the game; and
- (J) paying, by such controller, each player having a winning combination of contest elements, as determined by the table of values according to the player's wager.

Claim 8. (currently amended) The method of ~~Claim 6~~ Claim 1, in which such game controller is selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.

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Claim 9. (original) The method of Claim 7, in which such game controller is selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.

Claims 10-11. (canceled)

Claim 12. (original) Method for conducting a wagering game for one or more players, comprising

- (A) providing five sets of balls for such game in which,
each such set includes forty balls:

(i) of unique coloring, selected from the group consisting of

(a) black;

(b) red;

(c) yellow;

(d) blue; and

(e) green;

(ii) subdivided into four subgroups, each such subgroup having selected repetitive playing indicia on their surface area comprising representations of numerals 1, 2, 3, 4, 5, 6, 7, 8, 9, 10;

(B) providing a game controller;

(C) establishing a table of values for combinations of balls ~~elements~~, such table of values including at least one combination consisting of a single preselected color and a single preselected indicia;

(D) permitting each player to place a wager at the beginning of the game;

(E) distributing, by means of such controller, three balls to each player;

(F) enabling each player to evaluate the combination of such received balls based on such table of values to elect whether or not to reject one or more balls;

(G) permitting each player to selectively reject, for return to such controller, from zero to all balls obtained in Step (E);

(H) distributing additional balls, by such controller, to each player corresponding to the number of balls, if any, rejected in Step (G);

(I) evaluating the combination of balls held by each player against such table of values;
and

(J) paying, by such controller, each player having a winning combination of balls, as determined by the table of values according to the player's wager.

Claims 13-16. (canceled)

Claim 17. (new) The method of Claim 12, in which such game controller is selected

AI from the group consisting of:

- a) electronic video game machines;
 - b) mechanical game machines;
 - c) computers;
 - d) hand-held mechanical devices; and
 - e) hand-held video devices.
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